

ABSTRACT OF THE DISCLOSURE

Methods and controls for playing media include a Blackspace Timeline (BTL), and the Play Rectangle (PR). Both of these structures exist as graphic objects and they permit users to both navigate and operate (e.g., edit, scrub, assemble, combine, etc.) media without the use of external tools, e.g., a zoom tool, a play cursor, which must be entered as a separate mode, etc. Media objects are dragged to the timeline, which is rescalable, and re-ranged by click and drag techniques. BTL and PR may function as a time scale device, or as a length measurement device.

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